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PHOENIX

THE TORONTO ATARI FEDERATION NEWSLETTER

INSIDE!

Reviews- Word Perfect
Easy Draw
The UNProtectors

Features-
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-On The Boards
-Speedin' Up
P/Partner
-The New ROMS

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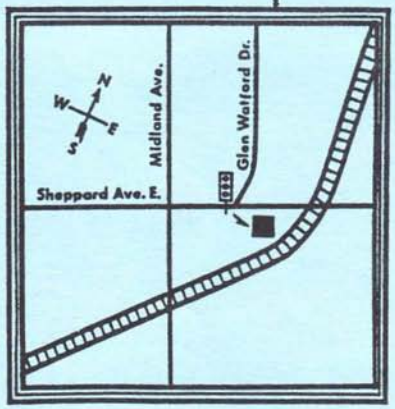

EDITORIAL

This month we've got a packed issue. First, we look into professional use of the ST in the lab by Jim Duffin. There's a preview of Word Perfect and a draftsman's viewpoint of EASY DRAW. Harvey Wolfe takes us on a tour of the new ST ROM's/blitter and Darek's XFORMER/8-bit Emulator. We find out the final word on backup software from the trusty Professor and Newton returns to reveal the contents of his mail. Check out our special notes on the TAF AUCTION and don't forget to fill in your form!

Lou Shimbart would like to see more of his software surveys filled out and to that end he may have some on hand at future TAF meetings. Hey, it only takes a few minutes to check things off and you can drop them off at the door.

At this point in our dance with desktop publishing, the limits of both software and hardware are in sight. Some rays of sunshine are evident in the form of at least three new DTP packages being released almost immediately, so all is not lost yet. I'm waiting for someone to put theirs in ROM and thus free the ST's memory for the task of print spooling. Peter BLAKE suggests this method as a possibility for the new 8-bit line, so why not the ST? Referring back to my own experiments (see Snippets) with a larger 350K spooler, the print time dropped a full 5 minutes to 11 minutes total for a PHOENIX page. A 400K buffer was too large but some overhead (fonts, blank pages,) could be removed to squeeze it in. The return of the computer remains constant: 7 1/2 minutes. You'll be amazed to see the printing start in less than a minute though. The "calculation" excuse is a false one, it seems, for the initial print start delay. The real problem seems to be one of interim storage. Hence, the laser printer's meg plus internal memory. If the laser still takes 4 minutes for an initial print, and the dot matrix is dropped to a theoretical (physical limit) maximum of 9 minutes, wherein is the laser's advantage? A faster D/M printer could equal the laser's speed but not its print quality. A state of the art 24 pin printer might very well exceed the laser's printing . For subsequent copies, the laser speed is impressive, but a much cheaper photocopier could blow it away.

The argument becomes one of print quality, not speed. For the average user requiring a high quality printout, the answer might be in the combination of 24 pin D/M and daisy wheel using the office copier for multiple production. Whatever you decide. the physical limits are real ones, and there is very little you can do about them except wait. And wait...

Time is ALWAYS money.

Larry

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NEWTON'S NOTES

Well, I finally got my hands on the club's 520ST and thought that I would do a little bit of word processing. Anyone who has changed software, particularly a word processor, will know that it takes a little perserverance to get changed around to the new commands. For these notes, which I am trying to do in a real hurry so that I can squeeze into this issue, I fell back on AtariWriter. I will write an article on Wordwriter for the ST at a later time. In a word, it is great compared to an 8-bit, but there are some shortfalls.

TIPS

An interesting little cable one can get at Compuplace, allows the ST to plug into any composite monitor. The cable has two RCA plug outlets that go into the Audio in and Video in on my TV set or monitor. This means that I can have both the 800 and ST computers hooked up to one screen. Incidentally, this is the type of cable/plug the club uses for projecting our display at meetings. The plugs are next to impossible to buy alone but you can make your own. One place in the US is reported to have a similar unit (the Monitor Master), its PRACTICAL SOLUTIONS, 1930 East Grant Road, Tucson, Arizona, 85719, (602)884-9612. It costs US$49.95. The cable from Compuplace cost about $20.

This arrangement is only suitable for 520ST models having an RF modulator built in.

[ed.note: PS will be releasing a 1040ST addition, VideoKey, to turn RGB to composite out in mid November for US$100.]

A new subscription magazine out, ST XPRESS, P.O. Box 2383 La Habra, California, 90632. Canadian sub: $42.50, with disk $82.50. The publication offers various columns and first started publishing in December, 1986.

MIGRAPH is offering a new 3D wireframe modeller, named M/CADD. It appears to compete with the heavy duty software at a fraction of the cost. This includes Intergraph, Applicon, and Autocad 2.5. If you are into CAD this will be out soon.

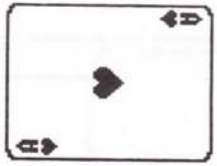
ICD is offering the PR: Connection, similar to the old 850 interface but has a lot more. It has a standard Centronics printer port, two serial/modem ports and plugs into your Atari serial outlet. Power is drawn from the computer.

ICD also has BBS EXPRESS for the ST written by Keith Ledbetter who was the writer of the highly successful 8-bit EXPRESS modem programs. It has everything you need to run a BBS and is packed full of intuitive features. If anyone is interested, I have the notes from ICD.

Also, just out for the ST is a new CASINO POKER game from Dubl Dubl Software. There is a coin machine option for 1 to 4 players. It was given four stars by ST-Log Magazine. Price $46 Cdn.

Until next time,
Happy Computing.

I.S. Newton
Executive Vice President



DEADLINES!

Columnists: Make sure we have your submissions by Nov. 15th because after that it is TOO LATE!!

Advertisers: Please try to get your camera-ready copy to us by the above date. It is our Christmas issue.

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The ST at U of T

by James Duffin

One of the basic functions in any research laboratory is the acquisition of experimental data. Measurements of physical variables like pressure, temperature, etc. and their variation with time is fundamental to the scientific method of testing theories and hypotheses. The days of the laboratory notebook, when investigators would make readings of their instruments and record the changes in the course of an experiment, have long gone, but the principle is the same. The medium has changed, so that the computer now measures and records on command, storing the data in a computerized laboratory notebook. The advantages are manifold. In the past it has taken me many hours of painstaking work to measure values from a chart recording, convert and process them and finally plot them as a graph, often only to find that the graph (vs the experiment was done incorrectly. Now, I can view the data plotted on a graph on my computer screen moments after completing the experiment. Any visible mistakes can be taken care of by repeating the experiment immediately. Laboratory data acquisition programs, and the hardware interfaces for the Atari ST are not yet widely available, but I have been experimenting with a cartridge port, analog-to-digital converter (ADC) from SP Innovations Inc. (Box 33395, North Royalton, Ohio, 44133, U.S.A.) The ADC offers 8, 8-bit resolution input channels, 2, 8-bit resolution output channels and 4, switched outputs. The conversion time is fast (2.5 us), and I have been able to achieve sampling rates of 100 kHz for a single channel.

So far, I have written two programs for data collection and analysis; the first a single channel averaging program which reads measurements in at a specified sampling rate for a specified period when a trigger pulse is detected on another channel. The program does this over and over, adding each data sampling period to the last, so that any features of the data which are time-locked to the triggering pulse will be magnified, while any noise not time-locked will be gradually averaged out flat.

The program presents the data graphically, and can write data files to disk or print the graph. It is fully GEM operated by mouse or keyboard with dialogues for the user input settings.

The second program is a more general-purpose data collection and analysis program which is able to read up to seven data channels at once; the eighth is used to input a triggering pulse. Like the averaging program, data collection at a specified rate, for a specified time proceeds when a trigger pulse is received, when operated in external trigger-mode; otherwise, data collection can be started by the user (internal triggering) and a triggering pulse is output for synchronizing other equipment. This program too is fully GEM operated by mouse or keyboard, with dialogues for the user input settings, and windows for each data channel which may be arranged on the screen as desired. One of the more advanced features of the data acquisition is that of recording data for a specified time before an external trigger is detected. The data may be displayed, each channel in its own window, in either graphical or numerical format, and may be saved to disk in graphical or ASCII format. The latter is useful for further analysis using a spreadsheet program.

These programs were created using Modula-2, (from TDI: 10355 Brockwood Road, Dallas, Texas, 75238, U.S.A.)/(origin England) which, after sorting out initial problems has proved to be a robust and flexible programming language environment. The actual sampling routines were, however, programmed directly in 68000 assembly code, which can be imported into Modula-2.

The Atari ST has proved to be a superior computer in the research laboratory environment and further uses as a teaching tool offer a degree of versatility unmatched by any other computer in its price range. I have been using the ST in a teaching role for Medical students and Physiology students over the past year, and the computer has been received with great enthusiasm.

So far two kinds of approaches have been taken. The first is to use the computer as a model simulator so that it becomes a system which can be experimented upon by the student. I have written two simulation programs, one which mimics the respiratory responses of normal man to various stimuli (like low oxygen, exercise etc.), and the other which mimics the actions

cont'd next page...

of a nerve cell and demonstrates the Hodgkin-Huxley experimental findings.

These programs are fully GEM compatible so that the student can lean back and manipulate the model via the mouse, trying out changes in the stimuli to the system to see what happens. The object is, of course, to deduce how the system operates and understand it!

The second approach to computer teaching has been to create a sort of computerized textbook, complete with teaching text and pictures and questions to answer. The program, called *QUIZPLUS* allows the teacher to create educational files with a word processor and illustrations with a drawing program. By embedding simple commands in the text file, the QuizPlus program knows how to display the text and pictures in a mouse driven format. This program is to be marketed by Mad Scientist Software (2063 North 820 West, Pleasant Grove, Utah, 84062, U.S.A.), the Medical Education Software company that created the highly successful *CARDIAC ARREST* simulation program. The company also plans to act as a distributor of any teaching files created for the QuizPlus program by others as well as producing a number itself.

Both the QuizPlus program and the simulation programs were programmed in Modula-2 from TDI. Currently I have been busy making my own teaching into QuizPlus files and have therefore neglected programming, but I hope to resume refining the Data Acquisition system when the lab gets its Mega ST4. Anyone interested in more information is welcome to contact me, the number is listed under the TAF info numbers , technical section.

on the boards

by Harvey Wolfe

This month, we have some more interesting and useful material from our local boards. From Starlog (926-8874), we have some comments from Leonard Harris on the problems with solderless RAM upgrades (and I'm sure that many of you are planning on an upgrade). We also have an interesting news release from Atari about the features of their new ROM. Finally, we have an edited discussion about the new free Atari 800 emulator.

STarlog-520 BBS.

Message : 1168 [Open] 10/02/87 17:11
From: Leonard Harris To: Geoff Hart (x)
Subject : #501 upgrades

I've been doing the upgrade for electronic playworld for over a year now and the only failures have been related to extra long resistor leads that stick out from under the motherboard on early revision machines. In over 100 upgrades this has happened 6 or 7 times and I now check for this problem. There is nothing wrong with the design as there are plenty of people out there to attest. Please don't spread horror stories about something you don't even have in your own machine. (btw - solderless plug-in boards ARE unreliable and will fail in a few months. Look in any socket manufacturers databooks and you won't find a header for 68 pin quadpacks - they just don't work well.)

Message : 1198 [Open] 10/03/87 15:20
From: Leonard Harris To: Rick Smereka
Subject : #1186 upgrades

Thanks - I was working in Stockholm for the summer. Things are really backlogged now. The 4 meg boards should be available in the next 2 weeks. I don't have pricing but it is reliable. 4 Layer board with soldering template board to attach to the MMU. (the original version that was plugged in to the socket worked fine for 2 months then became flakey - so things are now soldered. BTW I've heard that the board from Texas has the same problem and has never been used for a long period of time with 4 megs. There is quite a big difference in noise output between 2 and 4 megabytes of memory. well - enough for now

TOSROMS-BLITTER VERSION

The 1987 revision of TOS is scheduled for release in conjunction with the new "blitter" chip. The new TOS has been upgraded to include support for the hardware blit as well as retaining the software blit functions for full compatibility with older software which r[illegible] on hardware timing (a definite -no).

Changes in the new ROMs are:

RS232: The RS232 handler has been completely rewritten. RTS/CTS handshaking now works. Baud rates 50 and 75 now work.

CLOCK: Support is now included for the Mega ST's built-in, battery-backed up realtime clock. The realtime clock is automatically used by the XBIOS gettime and settime functions for the IKBD. The GEMDOS clock is reset from the realtime clock at the termination of every program.

STARTUP: Memory clear at system startup is much faster, improving performance on multi--megabyte systems.

on the boards

DESKTOP: The desktop now includes a control for deactivating/activating the blitter chip. Also, the Save Desktop and Print Screen selections will request confirmation. Spurious characters are no longe written to the DESKTOP.INF file. Doing a PRINT or SHOW from the desktop will now display characters with ASCII codes above 127. SHOW and PRINT use a larger buffer now. Single drive copies now require fewer disk swaps.

Cartridge handling has been revised, eliminating the need for "CARTSTART" code and allowing .TOS and .TTP programs. Lower case letters will now be accepted and passed to an application from the "Open Application ... Parameter" box.

AES: The AES will now send repeat clicks if the mouse button is held down on the arrow or page controls of a window, which lets a window smooth scroll. The AES underscore bug is now fixed. APPL_TPLAY and APPL_ RECORD now work. The limit of 30 characters on a line in an alert box is now rigidly enforced.

MOUSE: The mouse redraw can now be set to XOR mode. The system will return after a single click if this is what was requested.

DMA: The DMA bus can now have more than one device attached at powerup time, without any special software.

FLOPPY: The floppy read/ write code checks for more errors now. In prior versions, the system would not report a CRC error under certain circumstances; now it will. This hurts some copy protection schemes. The format of the floppy disk has been skewed from track to track to improve disk speed; the XBIOS supports this by using -1 for the skew value and placing a pointer to a one word per sector skew table in the previously unused longword.

VDI: The VDI will now draw arcs with small angles.

BIOS: Character out routines are much faster.

BLITTER: Automatic blitter chip support is included in line-A and VDI calls. The extended inquire will report a larger performance factor than before, allowing applications to check for the presence of the blitter. A new XBIOS call has been added to check for the blitter and to activate or deactivate it. The blit is not reentrant -- line-A and VDI should not be called from within an interrupt.

REGISTER: The registers D0, D1, D2, A0, A1, A2 have always been forfeit when a trap call was made. Now the demise of these occurs under more conditions than before.

MEMORY: Slightly more RAM is used by the system. Programs that were close to the edge on a 520ST may no longer fit.

VARIABLE: Most undocumented system variables have been moved. You were warned!

NOTES AND WARNINGS:

1. Some programs depend on the OS always being at $FC0000. This is "not" cast in stone and will probably change soon. To find the OS header, use the pointer "sysbase" as documented.

2. The 4 megabyte ST puts the screen near the end of accessible RAM. Sloppy programs that have been writing past the end of the screen will give bug errors if they did so on the 4 meg ST.

The Atari 800 Emulator

(Chairman) Thanks for joining us everyone. I would like to thank Darek Mihocka for joining us tonight. Darek is the author of the ST-Translator (The Atari 800 emulator). Darek, if you would like to make an opening.

(Darek) I'd like to first of all thank Dave Groves and Dan Rhea and Compuserve for inviting me to this conference. I'm grateful for this opportunity to be able to discuss the ST Xformer, since much of what has been written about it is heresay and not completely correct. There is a lot that I wanted to include in the ST LOG article that there just wasn't room for, so through this conference I hope that I can answer any questions anyone might have about the emulator, either in terms of using it, or playing around with the code. Questions?????

(JEFF JONES) How compatible is it?

(Darek) It'll run a lot. It doesn't support Player Missile /Graphics yet, so those programs won't work too well. Programs that don't use PM/G are pretty compatible i.e. BASIC, MAC/65, BASIC XL, Paperclip, Atariwriter, most public domain software, a lot of binary files.

(JEFF JONES) As far as machine code how is its speed compared to the 800?

(Darek) The speed varies. Hold on. I'll send the specs through - 48K Atari 800

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520STfm	512k computer with 400k internal floppy drive	899.95	627
1040ST	1mb computer with 840k internal floppy drive	1,199.95	876
Mega ST2	2mb computer with 840k internal floppy drive and detachable keyboard	2,299.95	1,725
Mega ST4	4mb computer with 840k internal floppy drive and detachable keyboard	3,299.95	2,475
Disk Drives			
SF354	400k single sided external floppy drive	$ 299.95	$ 218
SF314	840k double sided external floppy drive	499.95	321
SH204/5	20 mb hard disk (larger hard disks available from Ashlin)	1,099.95	834
Monitors			
SM125	high resolution monochrome monitor with tilt/swivel base	$ 299.95	$ 224
SC1224	RGB colour monitor	649.95	470

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on the boards

- revision B operating system
-runs binary files and some cartridges
-optional BASIC
-optional Fastchip operating system for faster BASIC and access to the XL graphics modes
-all 17 graphics modes including GTIA
-most keyboard keys, console keys, and 2 joysticks
- has a DOS-like menu, to load and run binary files
-the current directory is D1:, so you can get up to 800K on a floppy, or 20Meg on hard disk
-disk I/O of course is about 10 times faster
-vertical blank interrupts are at real time
-random number generator, 3 voices of sound and some other hardware locations are supported
-runs only on a color monitor
-comes with complete Megamax C source code and pages of documentation, subroutine descriptions and suggestions for improvements, if anyone wants to hack on it.
- C programmers may find the code useful since it contains many useful routines for the ST, like fast character plotting, writing your own keyboard handler, joysticks, etc. - DOES NOT SUPPORT player missile graphics or horizontal blank interrupts. The speed would be too slow.

Future version may have these 2 features, as well as monochrome support. It is not easier to put in than color, since you have to represent 128 colors using only 2!

Like the CP/M emulator and PC Ditto, the speed is a lot slower than the real thing. The current version runs at about 25% the speed when executing pure 6502 code. The actual number varies considerably from program to program depending on the amount of screen I/O, disk I/O and whether you are using the Fastchip operating system. You may get bursts where the program runs at 100% and other times at 5%.

Graphics are reproduced as closely as possible. All graphics modes are supported. The ST is not capable of reproducing all 256 8 bit colors, but I try to match it as closely as possible. You get about 60 different colors, out of 256.

(Will P.) Darek, Would putting it in ROM help the speed any?

(Darek) nope. ROMs make no difference whatsoever. The topic is discussed in the ST Log article.

(Will P.) Well then,how big is this program?

(Darek) It's pretty small by ST standards. The ST Log version is about 45K long. The version I'm currently working on uses GEM so it's growing. The source code that will be published is about 160K long and is written in Megamax C. Should be lots of fun to anyone that loves to play with C!

(Chmn) Darek, how soon can we expect the article?

(Darek) Well, you all know that Analog/ST Log has been a wee bit delayed for the last few months. It is in the September issue, but July/ August just came out. I did receive my copy of it, so it should be pretty soon. 2 or 3 weeks probably. It'll be up here on Compuserve then.

(Chmn) Thanks Darek, go ahead Mark.

(MARK HOLMES) Are there any RAM locations that it specifically occupies? Like if I have a print spooler or desk accessory in memory, can one of those crash the program?

(Darek) It's relocatable, as with most .PRG programs. I've used it with different accessories, even ran it from within an accessory, so it should run on any color system.

(MARK HOLMES) So you're saying it just uses the first available space it can find?

(Darek) Yes. If you load accessories first, there should be no problem.

(bill a) Is the Xformer strictly an 800 emulator, or can it "bank-switch" like an 130 XE?

(Darek) The ST Log version is strictly a 48K computer. Bank switching may be an upcoming feature. What new features are added will depend on how much interest it generates with other programmers. It takes a long time to write all the various hardware emulation routines. I would think that bank switching wouldn't be trivial.

(bill a.) You're including the source code for the Translator, and you said that further development depends in part on other programmers. Do you hope to include enhancements written by others in a future version?

(Darek) Yes. Perhaps if enough people join in, the idea of the multi-processor emulator might actually become reality. You have to understand that I wrote this for fun. I have a full time job at Microsoft Corp. (no boos please) and only have a few hours a day to work on it. I've tried to make the program modular for other CPU's) and wrote about 50K of documentation for the ST log article. That will hopefully motivate some people to write modules for say, the VIC 20, Trash 80 Coco, PET, etc There is a lot of software out for these machines, and it would be super if one machine (the ST) could run all that software. Sort of close the compatibility gap.

NEXT MONTH: On the Boards continues its look at the Emulator, and investigates ST Hard Drives with material gathered from Toronto's finest boards.

SPREAD THE WORD

by Lou Shimbart

The first meeting of a Spreadsheet SIG was held at the ST meeting on the 5th October. As the only person there that didn't own an ST, naturally I was asked to chair the SIG, at least pro tem. 15 people registered and 11 attended. They ranged from the rank beginner to the reasonably experienced.

The first thing we realized was that having a computer available was essential. The majority of the attendees are using VIP Professional. For now I propose to use this column to print some of the questions or problems raised at the meetings and the solutions provided.

PROBLEM #1: When I delete a line in my spreadsheet it is still there next time I retrieve the file.

SOLUTION: Unlike many data bases and word processors, most spreadsheets do not automatically save the changes as they are made. After altering a spread- sheet the new version must be saved, either replacing or in addition to the original. If in addition to the original, a new name must be used. To replace in VIP use / file save replace.

PROBLEM #2: I sometimes have a spreadsheet that gets too big to save on disk.

SOLUTION: Instead of trying to save the whole spreadsheet as a single file, use the extract option and break it up into smaller sections which are then retrieved by combining.

HINT: When extracting, if you include the starting cell number in the file name it will remind you where to combine it when recreating your spreadsheet.

The Best Kept Secret..

by Daniel P. Hagen

How many people rush to their local computer store and take that computer home only to find that the blinking black box flashes dumbly at them. Do something, you say! Then a friend informs you that you must learn some "programming" in order to use it. Some of us purchased magazines and typed in short programs to help us find ou how it ticks. Others pay good money for courses at our local community college to try and get the hang of it.

But how many of you know that there is a computer course out there absolutely FREE. Yes, I said FREE! What's even better is that you don't have to even leave your home to do it. Our club in Bancroft found out this well kept secret from one of our senior members. It seems that our Provincial Government is more than willing to teach you basic programming. The course is just one of many offered by the Independent Learning Centre. They are offered mainly to those who have not completed high school, but are available to almost anyone who wants them simply for interest or enjoyment. You are paired with an instructor and send in the completed lessons by mail. He marks them and returns them.

There are twenty lessons in all. You set your own pace. I know of three or four people who have started the course and are enjoying it. I'm afraid that I quit after the fifth lesson but I credit the course with convincing me that I will never be a programmer and that I will only be a 'user'. One of our members took a French course. There are a wide variety of courses to choose from.

Those of you in Toronto can get more information by simply calling (416) 965-2657 or 1-800-268-7065 or write or visit:

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They will send you a complete catalogue of all the courses available and the requirements necessary to take them. Don't worry, most of us fall into their requirements and its all FREE!!

TELCOM CENTRAL

by Ralph Frampton

Welcome to TELCOM CENTRAL. The objective of this area is to provide you with news and information about hardware and software associated with the telecommunications field. If you have any questions related to this area, please feel free to drop me a line c/o the newsletter or by E-mail on the TAF BBS.

Today's topic: MODEMS - What are they?

Modems are devices that enable computers/terminals to communicate over telephone lines with other computers or terminals providing both ends are equipped with a modem. The term MODEM originates from the words MOdulator-DEModulator and is a contraction of the two words. The modulator converts digital information from the computer into analog information for transmission over a phone line. The demodulator converts incoming analog information from a phone line into digital information that is sent to the computer. Since a modem contains both a modulator and a demodulator, it can provide us with a means of transferring information between computer system using 'friendly' MA BELL telephone lines.

Until next time,
Happy Telecommunicating..
Ralph

LIBRARIES

Here it is... another "PHOENIX" article for the December 1987 issue. Well, what do we have? We have another Four (count em - 4 Disks Released. So now we are up to TAF-094. What have WE in the 8-Bit Group accomplished? We've got some Good Games out (TAF-071, 073, 074, 083, etc.), some really great whole disk programs (TAF-072 Aand B - The TURBOBASIC Disk, 078 - Monopoly 080 - SKI, 081 & 090 - TEXTPRO the Ultimate Atari Word Processor, 088 -"TOUCHEDIT" and 089 - The DVORAK Key-board Disk. Also a whole bunch of handy & useful Utilities (TAF-075, 076, 077, 087,etc.) and finally a Group of General Interest Programs (TAF-079,082 - Ace "C" Compiler, not to forget the PRINTER Utilities of TAF-084 "DAISYDOT" and "PRINT SHOP ICONS" -TAF-85 & 086). We've tried a few 2.5 series DiskOperating (DOS) Systems and have modified the Disk Utility Package(DUP) a few times. We've added a RAMDISK.SYS file for the 130XE users and improved the MENU. All in all, we have been busy! The "WE" are: chris carveth, Carlos Morais, Mike Searl and Dennis Metal sky. Without these Fellow Atarians, nothing would get done in the Library. In fact if it wasn't for Dennis, we wouldn't have the PA, Computer or Library Disks delivered to a Meeting. (Thanks Dennis). Mike helps me set up, t[illegible]s your order, gets you your disk(s) and helps [illegible]ind great public domain programs for those disks. (Much appreciated Mike). Carlos makes up the labels that lets you know what's on the disks. (Thanks for the use of the printer Carlos). I must also give thanks to the others who help out when they can, Martin Kates, John Aldred, Chris Payne, Lou Shimbart and Don McKelvey. These people make the Library committee a success!

All of the above people are on "YOUR" Library Committee and Volunteer their time on your behalf. This is what getting involved with TAF means. All I can add is: WE TRY OUR BEST!! Hope You have Fun at the November 16,1987, *"Third Annual TAF Auction"*.

This month we will have two more "PRINTSHOP ICON" Disks and some disks with games and stuff on them that I haven't decided on yet as I key-in this column. Trust me, they should be good.

So until next month,
"Keep on Computing!"

Dave Lee
TAF 8-Bit Librarian

Hello everybody. Again this month there are 3 new disks. We have a games disk, a utilities disk and an emulator disk, more on this one later.

Before we start with this month's disk, a word about games disk #36 from last month. One of the files was called SCORFOUR. Well the author of this program has brought to my attention that the program will NOT run from within a folder. The program runs from the root directory. He has corrected the problem and the newer version is now on disk #36 replacing the old version. If you want you can exchange your disk for the new version.

We'll start with the games disk #38. It contains 4 folders. The first is AZARIAN, which is a nice space strategy game demo with limited play. Next is KRABAT. This folder contains a color and mono version of a chess game. The third is called MATCH_SHAPE and is an educational game for children. Finally the last folder is POKER_DICE and is a poker game played using dice.

Disk #40 is another utilities' disk. On this disk are 6 folders. The first one ASCOT1ST, which will convert ascii files to 1ST WORD/ WORDWRITER format. BORDERS5 contains more borders for PRINTMASTER and P/M PLUS owners. Folder 3 is DESKPAC.DEM, a demo of an upcoming mutil desk accessory. 4th is INSTALL. This program allows you to create printer drivers to work with 1ST WORD. Folder #5 is MACFONT, which changes the look of the font on your desk top. Finally, YBATCH is a desk accessory for FLASH to let you use Ymodem batch downloading on FOREM boards.

Disk #40 is THE EMULATOR disk. This program emulates the ATARI 8-bit machines. Yes, this is DAREK MIHOCKA's *XFORMER* described in the September issue of ST LOG. The disk also contains his source code for all you programmers out there to work on.

In reply to some questions thrown at me last meeting. About writing to disk when using VC.TTP on disk #31: You're right. The program doesn't seem to want to write to disk. Everything else seems to work okay though.

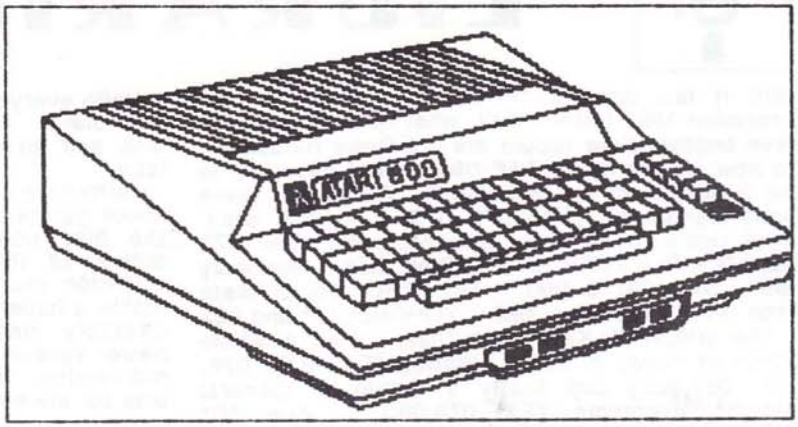
Regarding ST MODEM on disk #27. There are no doc's with this program, so I can't really say if the program will run on HAYES compatible modems only.

Well that's it for this month. Let me know what you like or dislike about the library. Remember the library is for you.

Chris

Whither the 8-bit?

by Peter Blake



Rumour has it that a new day is just over the horizon for 8-bit Atari owners. What does this new day promise to bring? Several things:

First, there is the promise of an unlimited supply of new software: cartridges that are capable of holding up to 256K of code. That means there will no longer be any program which is too large to run on an 8-bit Atari. The new 65XE games machine is, according to rumour, going to be bundled with a cartridge of Flight Simulator II. Because of all of the banking required to do this, these cartridges will, I think, be virtually "pirate" proof. I do not know yet exactly what titles will be available, but I hope that someone has the good sense to put some larger adventures on the new cartridges as well as arcade games.

The next piece of good news is that the 8-bit owners can look forward to a new disk drive (the XF551) and a new DOS (ADOS). Indeed, as I understand it, the new disk drives are not on the dealers' shelves yet because ADOS is not quite ready for prime time. The specifications on the new drive are quite spectacular: it will hold 360K bytes and operate up to 3 times faster than the 1050. It will also be able to read and write all existing disks and run all existing commercial software!

When the 8-bits came out, they had four major Design flaws: first, they were not big enough: the original Atari 400's came with 8K RAM! Second, they were notoriously slow. Third, the disk drives (810's) held too little data to be of much good and last, the disk drives were frustratingly slow.

In the course of time these flaws were compensated for. With the introduction of Mosaic and Axlon memory upgrades and then with the XL/XE lines and memory banking, the 8-bits crashed the 64K barrier. Indeed I read on one board of a man who had over 1 Meg in an 800XL. Believe me, that is big enough!

New languages became available which speeded up the 8-bits. BASIC XE and Turbo-BASIC are only two of the options available to those who need more speed. Action! is so good, that commercial software is written in it.

Third-party disk drive manufacturers were the first to bring out disk drives which held more on a disk. Unfortunately, Atari, not yet under the Tramiels, chose to go with "enhanced" density rather than true double density and with the dreaded DOS 3. It will actually be possible to store the contents of *5 single density disks* on *1 double-sided double density* (DS/DD) disk because you will only need DOS etc. once. This will make it possible to use the 8-bits for larger databases.

Lastly, ADOS will bring the speed of data transfer up to the theoretical limits of the serial port.

There is only one problem: when will this brave new world arrive? 8-bit owners have waited patiently for a long time. Many of them have already g[one] the MS-DOS or the ST ro[ute]. The fact is that with sufficiently fast IO, enough memory, and sufficient new software to keep up their interest, the 6502-based machines are more than adequate for most home use. And yes, with a 256K cartridge, you could even do desktop publishing on an 8-bit machine.

The problem is, 8-bit owners have been promised this new vision for a long time. If they do not begin to get it soon, *there will be nobody left to see it when it comes!*

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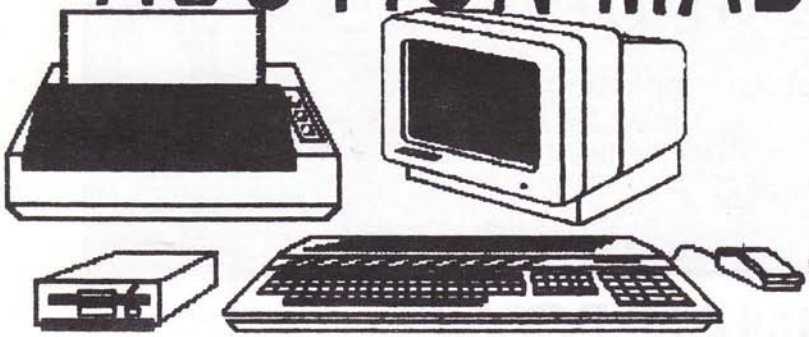

by Jim Clark

It's getting close to that special time of year when TAF hosts *THE GREAT ATARI AUCTION.* The event will take place on NOV 16, 1987 and will be held at our regular meeting place, Lewis S. Beattie Secondary School, 110 Drewry Ave. in the cafetorium. Non-members, the general public and computer enthusiasts of all kinds are heartily welcome. The auction is a lot of fun so come on out and enjoy it. If you put something in to be sold, you'll probably enjoy yourself even more. We have our favourite auctioneer back again for this, our Third Annual Computer Bonanza: The one and only chris the scooter man, carveth.

This year a person can only have 10 items auctioned in a and any other items they put in will come up later in the program. We hope this will give everybody a chance to sell their stuff.

The school should be open at 5.30pm to allow for early check in of items. The auction should get underway around 7.30.

First items checked in will be first auctioned off. Where printers monitors disk drives etc. (expensive items) come in late every effort will be made to put these up in due course instead of at the end of the program.

Payment for the items can be made at the cashier on successful bidding after which you will be given the item. Payment must be made by cash or personal cheque with proper identification. Payment for items sold in the auction will be via TAF club cheque. These cheques should be mailed out within the week. The club takes a 10% commission off the selling price of all items sold at the auction that night.

I hope to see everyone there and look forward to all the ST owners participating and contributing in making the auction a big success.

INCREDIBLE BUYS AT PREVIOUS TAF AUCTIONS

by Larry Sannuto

Last year's TAF Auction saw *"programs which sold for as much as $100 ...going for as low as a tenth of the retail price."* Printers were a good buy at 30-50% off the ticket and monitors were around $60.

This year, the club is expecting a flood of both sellers and buyers due to much better publicity and a growing notoriety of the sale. A special situation exists now that the ST is two years old. Those original 520 owners are upgrading to 1040s and leaving their old SS disk drives and machines behind. This presents a real opportunity for anyone who wants to get into ST computing or just upgrade their present system.

One thing is for sure, there will be lots of software present in its original form. Last year I saw things you only dream about..

For the first time bargain hunter, there has got to be a few whole 8-bit systems available as well as individual pieces. And I would assume that some of these will have expanded memory, drive enhancements (like the Happy) and other niceties for a fraction of their cost.

Printers will surely make a showing with the next generation of super printer appearing in the stores now. Those upgrading to faster units will undoubtably doff their former unit for the new models. Just remember to keep your eyes open for the Panasonics. They are one fantastic printer.

All in all, I expect this Auction to be a computer buyer's playground.

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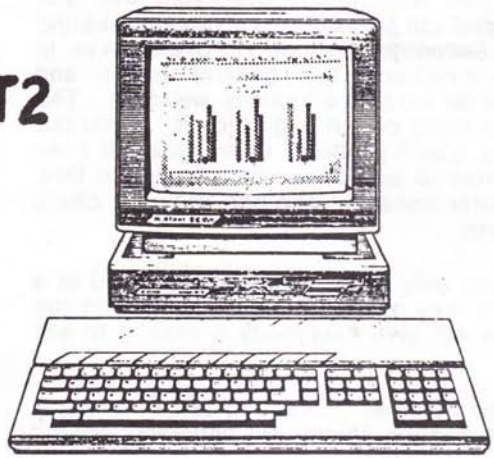

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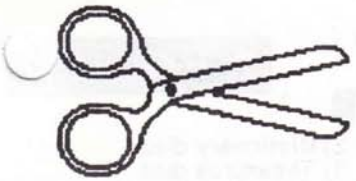

SNIPPETS

by Larry Sannuto

CHEAPEST PRINTER, Big Blue, NOW CHEAPER: The world's cheapest printer, a CANON thermal unit is now only $29.95 US. That is one heck of a deal for an 8 1/2" printer. My experience with this type of unit is that they are fairly rapid as the head is usually a single paper width unit. If you were to use thermofax paper, your single sheet cost would be a little under 6 cents. That's 3 times the regular paper price, but, for the average user who doesn't see the bottom of a box of paper in his lifetime, it's a steal! While the unit is touted as 'PC' compatible, the company advertising it, Protecto Enterprizes (aka. Computer Direct) lists an RS232 interface for $20. This is probably just an adapter cable (9 pin to 25 [illegible] However, the Atari 8-bit [illegible]face is likely (must be) intelligent (has electronics inside). With an estimated Canadian price around $60, I'm tempted to buy one and review it for PHOENIX. Protecto Enterprizes/Computer Direct (312) 382-5050, 22292 N. Pepper Road, Barrington, Ill., 60010.
ref. Family Computing, NOV 87, Computer Shopper, OCT 87.

PUBLISHING PARTNER TIME SAVER: Discovered - a way to speed things up when printing on P/P. Well, the total time is the same, BUT, you can get back to work on the computer quickly if you install a print spooler. Tested - was a 200K spooler set to "Graphics" mode. The utility used: MAX-PACK, but you could try others. This one works. A 15 minute printout returned control of the computer to me in just 7 minutes, or a saving of 50% in time. On a 520ST, you might have to shrink your spooler size and keep fonts and pages in memory to a minimum. Me, I'm going to try different sizes of spooler to see how it affects the time. I'll let you know how it works out.

SX212 MODEM PREVIEW: Bob Wooley tested out Atari's new 1200 Baud unit. Its RS232 connects direct to your ST, 850 or P:R: Connection. But, if you don't have an 8-bit interface, that's O.K., because the device hooks directly to your XE/XL SIO port. This US$100 Hayes compatible box does everything automatically. ST-wise, it worked great with Flash and family. XE-wise, there is no direct connect software yet. Using the P:R: was alright, but 850 emulation bombed - lack of handler. This will be taken care of when a new version of EXPRESS! is out. For now, Bob used HOMETERM with an R-Verter handler called RV-HAND.XMO on Compuserve. This makes the program think its talking to an 850. This handler also allows Amodem 7.4 to work. The DOC file on RVHAND tells you how to modify HOMETERM. The only "buts" with the SX212: you can't use a tape recorder for storage. So, both ST and 8-bit owners can start telcommunicating right away with Atari's cheap Hayes alternative.
ref. SLCC Journal, OCT 87A

PC DITTO POOP: E-mail from Bill and Ginny Teal of Avant Garde Systems, authors of the ultimate emulator, covered a lot of questions PC users might have on it. The extensive message is up on GEnie if you'd like to see it. Highlights: They were amazed at the speed and extent to which the program has been pirated. They have logged over a hundred dealer calls regarding this from across the U.S. Undaunted, they are offering a free update to registered owners of which only 20-30% have sent in their cards. For now, the program only supports the colour monitor but B+W is coming on the first update. Compatibility is based on the top 40 sellers listed by Softsel, Ingram and MicroD distributors. The Teal's are working to correct all current bugs like changing the check on self booting disks from a look for the IBM signature to one for GEM-DOS and the flakey-ness of PCDFMT when formatting. There are also tips on DOS use in their spell laced with a generous dose of 'we'll bend over backwards to help you'. Altogether, a refreshingly positive message from a software developer. Check it out.
ref. ACORN Kernel, SEPT 87

MICHTRON OFFER OVER: Gordon Monnier's cash/hard drive payment for turning in pirate boards is finished. It seems they received enough numbers to keep them busy checking for a year or more. Which shows you how easy the human spirit is tempted. Guess Atari's offer of a MAC SE is just too weak for words, eh? Why don't THEY offer an ST for some equally difficult challenge? Naw, they wouldn't cause they're too busy making money. According to Computer & Software News, Scully is taking his baby into the boardroom of BIG biz (they even have them in Control Data, shame on them...)

WORDPERFECT a Preview

by Chris Betty

The whole Atari community seems to be holding its breath in anticipation of the release of what many claim will be the first "professional program" to be written for the Atari ST. The program to which I refer, is, as many of you are aware, WORDPERFECT by WordPerfect Corp. Myths and rumours about what the program will and will not do, how much it will cost, etc., etc., have abounded ever since the its existence became public knowledge. I hope this article will help to confirm and/or deny some of those rumours.

I should point out that although I have seen WP running on the ST, (at the Toronto Atari Trade Show), this article is not based on first hand knowledge. but is, in fact, a compilation of some twenty-seven pages of questions and answers that have been left on the GEnie system between April 11th and August 6th this year. The majority of the answers were provided by Mr. Jeff Wilson, Manager of Atari ST development for WordPerfect Corp.

The following is a list of the main features of WP:-

1) Full file compatibility with IBM version 4.1
2)Footnotes, Endnotes automatically numbered and renumbered as you edit. Footnotes placed properly at the bottom of the page endnotes compiled at one end.
3) GEM is fully supported, including desk accessories. All functions can also called from the keyboard.
4) Macros. Record any series of keystrokes or mouse actions and recall them with a single keystroke.
5) Math mode allows creation of numeric tables in your document, with automatic calculation of subtotals, total, grand totals or your own custom math functions.
6) Merge. Merge is used to automate 'office procedures' including forms, labels, contracts and other time consuming tasks The merge feature may also be combined with macros to create powerful user-defined functions.
7) Paragraphs can automatically be numbered in several different styles. Or use the outline feature to organize you documents.
8) A fast 115,000 word dictionary with phonetic and word template lookup. Create your own custom dictionary or use one of the optional specialty dictionaries. (This is not a real time spell checker but if you prefer real time, WP will work with Thunder).
9) Create a table of contents or index consisting of up to five levels.
10) Up to five newspaper style columns can be displayed and edited onscreen.
11) Synonyms and antonyms from a thesaurus may be displayed for up to three different words at the same time.
12) The last three deletions or series of deletions can be restored.
13) Data can overflow onto disc when memory is full.
14) Printer font download from within the program. (Multiple fonts printed in the same document).
15) True proportional spacing using HMI or microspacing.
16) Definable 'widow and orphan' protection.
17) Definable word hyphenation.
18) Automatic reformatting.
19) Blitter compatible.
20) No copy protection.
21) WP will be shipped on five (5) discs as follows:-
1) WordPerfect system disc.
2) Dictionary disc.
3) Thesaurus disc.
4) & 5) Printer & font definitions, sheet feeders, etc...

In addition to the features that the program does have I should mention a few items that the program does NOT have:-

1) The sort feature that was originally advertised has been scrapped, or at least put on hold until the next version is released.
2) The program does not support graphics dumps. It is however, according to Mr. Wilson, possible to use the download option to integrate graphics. (I have absolutely no idea how, though).
3) The program is not true WYSIWYG as it does not display onscreen fonts nor are headers or footers shown, they are considered to be more confusing than helpful.
4) This version does not support GDOS. (Mr. Wilson did suggest that future versions will support GDOS as soon as it is completed).

WordPerfect comes with 600+ pages of documentation so obviously this list is far from complete but I hope that it outlines most of the major features of the program.

As for pricing the suggested list is going to be $395 U.S. but we will probably find dealers selling the program for substantially less than that. I believe that the suggested list price for Canada is going to be about $500 Canadian although at least one dealer said that he is expecting to retail the program at $399. The usual WordPerfect price break will be given to students, $99 U.S. or $160 Canadian. These copies

only be available directly from WordPerfect Corp. We can only hope that WP lives up to its promise and helps to establish Atari as viable contender in the business world.

As a final note, I would like to bring your attention to this quote from Mr. Wilson:

"WordPerfect ST will not be as good as the IBM version. It will be BETTER."

NOTES FOR PHOENIX CONTRIBUTORS.

By Peter BLAKE
Assistant Editor.

PHOENIX is fortunate to have so many members who contribute articles. As a help for those who submit articles, here are a few tips. Actually they are a help to the editors not to you.

Articles may be submitted on disk, either 3.5 or 5.25 inch. The articles should be in "word processor" format, that is, a paragraph should only have one carriage return, and if you are using a WYSIWYG word processor please insure that the word processing (justification) mode is not on.

Please observe the standard punctuation rules: two spaces after a period ('.') or full stop, one space after a comma (',').

If you have accessto a spelling checker, please use it on your article before you submit it.

When using a word processor, please do not use any of the special control characters: (i.e. underscore, bold, italics, etc.) The reason for this is that these characters do not have the same meaning when they finally get to us, and are wasted.

If you are using an 8-bit machine, please do NOT use inverse video. It ends up on the ST either as Hebrew or totally zapped, depending on which word processor is used.

These simple rules will make your editors' lives much easier. Thanks.

EASY DRAW and Publishing Partner

The Graphic Tool fights back.

by John R. Moore

EASY-DRAW is a "CAD" or 'Computer Aided Drafting' type of program with some very good DESK TOP PUBLISHING characteristics. PUBLISHING PARTNER is a DESK TOP PUBLISHING program with some very good component drafting tools. Both programs are similar but each is very powerful in their main field. First, both programs puts GEM to excellent use. Although PUBLISHING PARTNER uses its own "alert boxes", I really didn't notice until I read about them in another review. I found EASY DRAW was more intuitive, and required less book studying. both require a lot of concentration and detirmination to become proficient with them. The time taken is well worth the final printed pages.

EASY DRAW

The tool box is hidden (allowing more of the drawing area to be shown) extensive, and called from hiding by clicking the right mouse button. This allows you to choose: square cornered box, round cornered box, circle, ellipse, circular sector, elliptical sector, circular arc, elliptical arc, straight line, polyline, free-draw, and text. With these elementary tools, complicated forms can be drawn one elementary component at a time, then joined together with the "CREATE" command

Sizing and alignment of each component is easy. Once a series of components are together and "CREATED" as one, their size and alignment can also be changed. This is an important aspect of "EASY-DRAW.

The editing commands are many. My biggest problem at first, was trying to draw with the free-draw command and the mouse. An unwanted pixel could not be erased without erasing the component. I soon discovered that the component point (pixel) could be 'relocated' to where I wanted with "edit polyline". My drawings became smoother and more professional.

DESKTOP PUBLISHING on EASY-DRAW is somewhat limited in the way text is manipulated. Text is created inside a 'TEXT BOX'. To change the characteristics of a letter or a word in a line inside the box without changing anything else is imposible, but the 'look' can be accomplished by creating a text box over the letter or word you want to change, then set the text characteristics you want and type in the letter or word.

Now, for a bonus! The printer output is unbelievably fine to an EPSON compatible printer. It is reasonably quick, but don't use a ram based printer spooler. The ones I have tend to create l-o-n-g pauses before printing.

cont'd on next page

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Customer support is important. I wrote EASY-DRAW a letter explaining my printer output problem. I use single sheets, 8.5" X 14" for some of my drawings on a 9" carriage. The output would be broken at the 11" mark as per fanfold. Three days later I received a telephone call from EASY-DRAW. They explained the solution in very easy terms. Their explanation follows.

"Use the "FX80WIDE.SYS" in the "GEMSYS" folder, and with a text editor, change "FX80.SYS" in the "ASSIGN.SYS" file to "FX80WIDE.SYS". The only disadvantage to this method is: the landscape or sideways paper selection cannot be used. (In EASY-DRAW, the GEM "Page" selection allows you to choose "portrait" which is a vertical sheet, or "landscape" which is horizontal. The output to a narrow printer trying to print to a horizontal sheet with the wide output file would not produce the results you want.)"

I enjoy using this program to help me in my job as a draftsman. I have produced LEASE SITE PLANS, MEETING PROGRAMS, SAFETY BULLETINS, PC BOARD CIRCUITS & FORMS. The application of this program is only limited by my imagination. I still have a lot to learn. I haven't read the manual completely, only what I need to know to accomplish a task that I think it should do and can't seem to figure out. The manual is well written, but I'm too busy to sit down and read it. Using the program is more important to me, and use it I do!

PLEASE NOTE: This entire article was printed using EASY DRAW and pasted actual size onto 8.5" by 14" layout sheets.

PUBLISHING PARTNER's tool box is displayed on the right side of the screen. It is extensive, but in trying to use P/P for drafting as I did with EASY DRAW, I discovered there is limited editing and no 'CREATE' to combine components together.

Its ability to do text manipulation, however, is extraordinary. Multiple columns with or without text routing and changing the characteristics of a letter or word is a snap. Just highlight them, and from the drop down menus, select the font, size and/or physical attribute you want and that's what you get. Import words, documents, pictures, just about anything you want to use, all with ease.

This is a very versatile and powerful program. Create 'Master' left & right pages for unlimited headers and footers. Add a multitude of other features and you'll find it all requires use of SoftLogik's profusely illustrated and clearly written manual.

CONCLUSIONS

My main complaint really stems from the fact that these programs seem to have been sent to market too quickly, resulting in a few excuseable bugs. They have minimal accessories. They are packaged with only one font. Others are on the way, but at extra cost. Each program requires its own specially designed fonts. As time goes on, more will become available and at lower cost.

[ed. note: PUBLISHING PARTNER already has almost a dozen fonts in the public domain since SoftLogik released their PD Font Makers. In addition, Adobe has a set of fonts to use with Postscript available for laser printers. These are REAL WYSIWYG. P/P screen fonts have not been, so far, WYSIWYG. This is a breakthrough. The P/P fonts are available locally on many Toronto BBS's and perhaps a future TAF disk. EASY DRAW has at least 2 more fonts available commercially plus a graphics disk and some super utilities.]

So my complaint is not all that loud, just a whisper.

I loudly recommend EASY-DRAW from MIGRAPH INC. for drafting and PUBLISHING PARTNER from SoftLogik Corp. for desktop publishing. You will get lots of fine printer output from either of these programs using a 9 pin EPSON compatible printer. PUBLISHING PARTNER supports Postscript laser printers and the latest HEWLETT PACKARD devices as well as 24 pin printers. EASY DRAW does not but will in the future.

I could go on with the qualities of these programs and end up writing manuals for them. That is not the idea of this review. I hope I have given you enough information to decide which program is better suited for your particular use.

JUST IN...

by Ralph Frampton

The first *Eraseable Optical Drive* system that uses removeable media has been released by the SHARP CORPORATION. It is reported to be the first time that such a system has been offered to general users. The Sharp system optical disk life is estimated at about ten years and can hold 640 Megabytes of data.

It apparently can withstand more than one million write/erase cycles. The product is expected to be available in November at a price of one million yen which is about $7,150 at the current exchange rates. For your information, the price per 1K bytes of storage works out to be $0.0109 or about 1 cent!!

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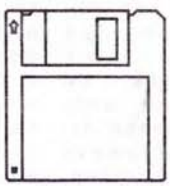

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(This advertisement was done entirely on an Atari ST using Publishing Partner)

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The Unprotectors

LITTLE FILES BACK UP A LOT!

by Prof. X. Y. Zapp

SKUNK 1.0 ?????

PRICE $19.95 US

This is the least expensive of the unprotectors but it is no longer being sold by the publishers. It uses a rather unorthodox interface with the joystick for selection of the program to be unprotected. It doesn't have to load any parameters when a program is selected because all of the data is already contained within THE SKUNK utility as loaded. And although it does cover many files, the memory size of the computer forced the designer to divide the alphabet into three separate areas that must be loaded separately. If for instance you were unprotecting three different programs, say Bookkeeper, Knights of the Desert and Zorro you would have to load three separate files, one for each unprotection. This is a bit inconvenient. If these files were contained in just one, THE SKUNK system would be very convenient and a real time saver. Its just a matter of using the joystick to scan to the program name, press the button and insert the destination (sector copied) disk into either D1 or D2 and select the drive number. Then the required data is written over the sector copy and you now have a working unprotected copy of that program (hopefully). THE SKUNK is the only utility of this type that allows writing of the patch data to Drive Two, a nice feature and not a lot of disk switching.

Some shortfalls include:

-not being available anymore ????

-Limited programs and versions (some of the data is not up to date) that means some things don't work.

Pertaining to the above I had a 97% success rate.

-The sector copy included with THE SKUNK is terrible!

-No chance of updates or data disks

All in all if you just want to backup a few old pieces of software that you use constantly THE SKUNK was a good buy.

EDITOR'S NOTE: Oops, this disclaimer was missing last month. Opinions expressed in this article are those of the author and do not reflect those of our staff, executive or group. PHOENIX, TAF and its members DO NOT endorse the duplication of copyright software. This article is presented in the public interest.

BLACKPATCH 1.1

COMPUTER SOFTWARE SERVICES

This is the most expensive of the unprotectors and also one of the most thought out of those available. The BLACK PATCH is written in machine language and allows many features not available with the other products. Rather than issue updates where the whole program is replaced BLACK PATCH issues data disks with additional patches (their name for parameters). As of this date there are two data disks available for $9.95 each. The second is a little sparse in data but it gives them a bit more time and it will be worth it.

Now back to the review.

The BLACK PATCH uses a combined menu and sector copier so there is no need to boot up a separate sector copy program. The sector copier is so smart it knows when you have a 130 XE or a memory upgrade and allows a one pass copy of a single density disk. Auto format the destination and 'multiple copies' is available with something called compaction which is actually whether to write blank sectors or not. Then the patches key which allows you to read in the required patches from the master disk or the data disks. You select the data using the up or down cursor arrow keys and <Return> loads the patch data in. Then switch the disk to your sector copy of the program you are unprotecting and hit <Return> again to write the data to the disk and you have an unprotected copy of your protected original.

Documentation is a bit sparse and the program disk is heavily protected but two copies of the program are included. But it wont unprotect itself (??).

BLACKPATCH is nice and neat and less fuss than all of the other utilities available. Although it is more expensive than the others at $49.95 ,it seems to be the best and the easiest to use. Excellent buy and choice of the lot in my opinion.

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CLARK'S COMMENTS

CONTEST

TAF is holding a button design (logo) contest as of OCT. 19/87. The object is to design a TAF logo suitable for putting on a button or crest. Any style or design can be submitted. You're only limited by your imagination, creative genius and the fact it has to be designed on an ATARI computer. The design can incorporate text or graphics or both. Submissions should be made to any of the executive and be on disk as well as hard copy. The winner will be picked by all the members of the club at the January general meeting. This meeting is held the night the ST group meets and is when the club holds its elections.

1ST PRIZE: $50.00* & a CLUB SHIRT

2ND PRIZE: $20.00* & a CLUB SHIRT

3RD PRIZE: a CLUB SHIRT

*NOTE: Cash prize will be in the form of a gift certificate from a local computer store.

If you want the club to have more of this type of thing make sur u submit an entry.

Anyone can win. Lets all participate and show how much fun these contests can be. If possible, all entries will be shown in the news letter. Good luck to all you wild and crazy contestants.

I.M.G. Scanners

Anyone else interested in ordering a scanner through the club should bring $100.00 cash or cheque for same to the next ST meeting. We should have enough people to make it practical for us to order them by the time the next meeting rolls around. I don't know what the final price will be but it should be less than $100. If we take approx. $140 less 50% plus duty and taxes it gives an idea of what the price will be. TAF is not making anything on this purchase. It is only acting on behalf of the members. Any difference in price below the deposit will be refunded. If anyone wants one, talk to me at the next ST meeting or you may miss the boat.

DISK PRICES

A caller to one of the bulletin boards made the comment that our club disks were expensive. I assume he was talking about ST disks as 8 bit disks are only $3 and full of programs. At that price they are a Great Buy. Our ST disk prices were lowered from $6 to $5 a month ago to reflect the falling price of 3.5 " disks. Disk sales are the only means the club has of generating enough revenue to rent facilities and purchase expensive equipment. Providing club disks for 500 people each month puts a lot of wear and tear on a computer and disk drive as well as the monitor. Therefore, it is only fair the club provide this equipment. We also need computers for meetings etc. This equipment has to be purchased and we do that with money from disk sales. Members get a good buy when they get a club disk and they keep the club going. Along with equipment, we also have to buy disks, pay for online time, telephone lines and answering machines. Please remember, anything worthwhile is usually not free. In this case it is almost free as it takes a lot of work to put these disks together, complete with read_me files. The executive factored in all the costs involved and came up with what we thought was a fair price. If anyone can show us how to sell them cheaper and survive we would be happy to listen.

CLUB FINANCES

Our club finances or books as some people call them, are on a VIP spreadsheet. Every dollar spent or generated is recorded. The club president has an up-to-date financial report with him at every meeting as does the club treasurer, Lou Santonato. This spreadsheet or financial statement is available for viewing by any member in good standing of T.A.F. at any meeting. Copies of this financial statement are available once a year at our December meetings. If any member has any questions regarding club finances do not hesitate to ask, after all it is your money.

NEW ATARI CLUB

A new ATARI user group has started up in Toronto. It's called DUST (Downtown Underground ST). The executive and members of T.A.F. would like to wish them well in their new endeavour. More ATARI support is always welcome. We look forward to a mutually successfull relationship and a friendly exchange of information in the future. GOOD LUCK.

CLUB ELECTIONS

The club elections will be coming up in January on the night of the ST meeting. Please think of people you can nominate for the executive positions. The positions are *PRESIDENT, EXECUTIVE VICE PRESIDENT, ST VICE PRESIDENT, XLIXE VICE PRESIDENT, TREASURER, SECRETARY AND PUBLICITY AND PROMOTION CHAIRMAN.*

New faces are always welcome.

Jim Clark

President
Toronto Atari Federation

FREE CLASSIFIED ADS

TRADE: My ATARI 520ST, upgraded to 1 MEG, for your unmodified ST plus $150. Call Ross Cooling at (519) 599-5965 before 10 pm. [37]

FOR SALE: 256K XL Computer (Rambo) - $200, 1050 Happy Drive w/controller, Happy archiver software & archiver enhancements - $425, R-Time 8 Cartridge -$70, Universe Adventure Game (4 disks), plus other software, Atari 400 computer w/48K - $50. call Jim. 242-3413. [37]

FOR SALE: ST Colour Monitor with cable $435, ST single-sided SF345 drive $175. Both in excellent condition and are 'made in Japan' early version not Taiwan or Korea. Sundog disk with docs and original pkg. $20. 323-1936. [37]

FOR SALE: Used ST software with orginal manuals. Word Writer $65, Data Manager ST $65, Swiftcalc ST $65, Easy Draw $70, Printmaster $25, P/M Art Gallery 1 $20, P/M Galllery 2 $20, Labelmaster Elite $30, Degas $30, Chessmaster 2000 $30, Diablo 425. Call Tony after 6:30pm. (416) 838-2950

FOR SALE: Colour Monitor for ATARI ST, $430. Also, VIP Professional- GEM version (unused), $170; Easy Draw (unused), $70; 3 Font-Art Packs for Easy Draw (used), $20 each; Label Master Elite (unused), $40. Call John Parkyn. 266-0295

FOR SALE: Silent Service, Bop 'n Wrestle. Best offer. Mike. 245-5543.

FOR SALE: AtariWriter Cartridge. Brand New. phone Lou. 223-0996.

FOR SALE: Letter Wizard. Word Processing program. Complete with Docs, Brand new. $25. Dave Lee. 429-2922

FOR SALE: Amdek 220 Green Monitor, 2 Atari 1050 Drives, 130 XE Computer, 2 joysticks, MPP 1150 Interface, Programs-AtariWriter, SYNfile, Visifile, Homepak, The Writer's Tool and others. $700 or best offer for all. Ted Neilson. 447-3753.

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Disk Catalogues: ST-$6, XE-$4.

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Note: Canada and U.S. orders only.

THIS SPACE IS YOURS. SELL STUFF, WRITE (little) WORDS OF WISDOM. Do you NEED some specific piece of SOFTWARE? Ask for it here. This is your pipeline to a vast source of user group information and contacts. USE IT. Jot down your AD and give it to our advertising manager or mail it to us. We'll try to put it in our NEXT ISSUE. Give it a try.

SHOW US!

If you would like to show a piece of software, hardware, or just speak to our group on some area of expertise, Contact our ST or XE VP or any member of the executive. We welcome your support.

DECEMBER EVENTS

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7 ST MTG.	8	9	10	11	12
13	14	15	16	17	18	19
20	21 XE MTG.	22	23	24	25	26
	28	29	30	31		

WRITERS, ARTISTS, LEND US YOUR WORK!

PHOENIX needs your reviews, observations and graphics. I know a few of you doodle around with your computer. Don't be shy, diddle for us a bit. We like pieces around 250-400 words. Put it on disk using any Atari format. Don't print it to disk. Make a straight ASCII file and eliminate the printer codes. That's all.

TAF INFO NUMBERS

PRESIDENT
James Clark 928-1143

ST VICE PRESIDENT
Stephen Loban 826-8663

XE/XL VICE PRESIDENT
christopher carveth 638-0212

PROMOTION & PUBLICITY
Paul Gooderham 839-6568

DISK LIBRARY
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XL/XE: Dave Lee 429-2922

MEMBERSHIP
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XL/XE: Bob Luck 661-4574

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XL/XE: CARLOS MORAIS
669-6602
ST: James Clark
928-1143

TECHNICAL SUPPORT COMMITTEE

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Norm Preston 222-2435
M/L-
James Duffin 669-6008

TELECOMMUNICATIONS-
ST: Ralph Frampton 927-7517
XE: Wayne King 690-2502

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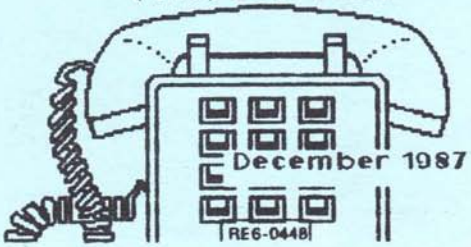

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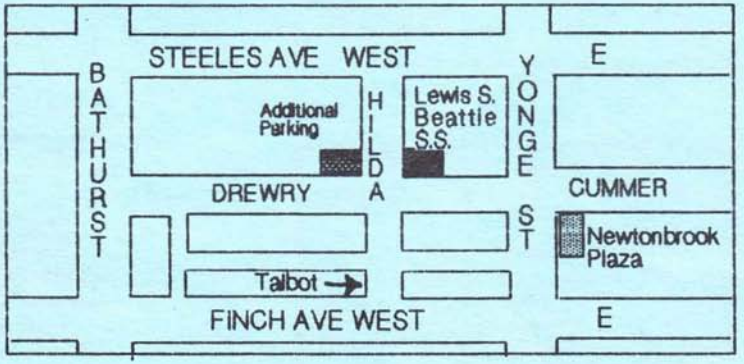

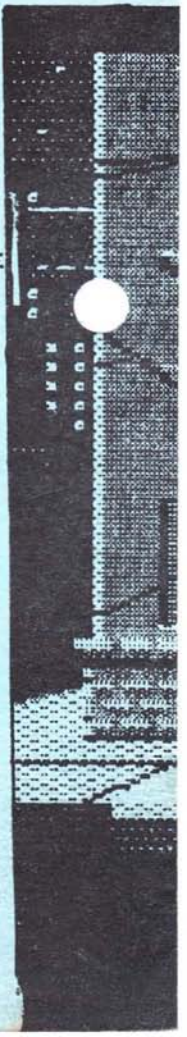

Meetings of the **TORONTO ATARI FEDERATION** are held in the cafetorium of the Lewis S. Beattie Secondary School, 110 Drewry Ave.
TIME: 7:30 pm.

MEETING DATES

ST	XE/XL
DEC 7	DEC 21
JAN 4	JAN 18

TM